

Fig. 1a
(Prior Art)

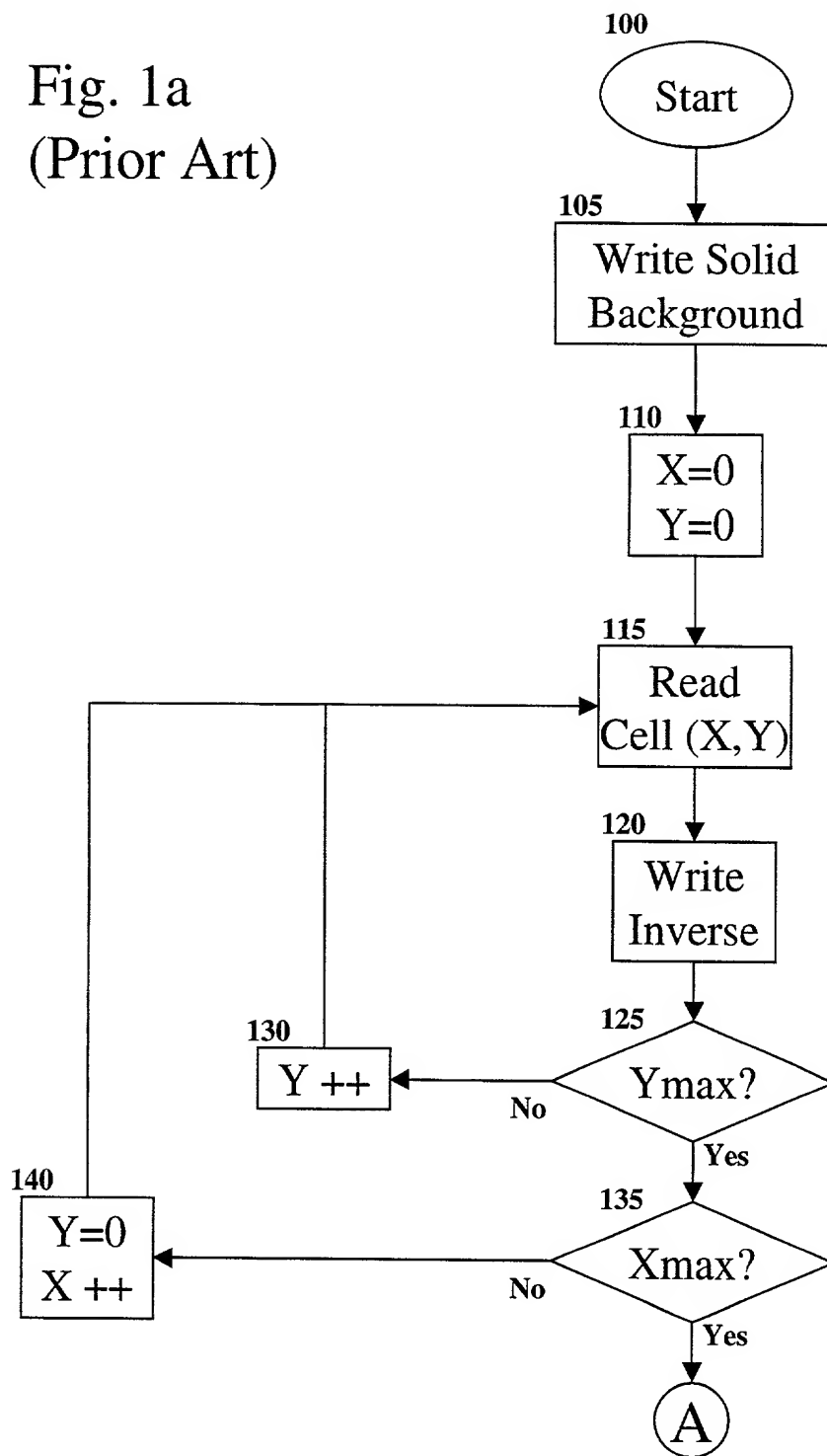


Fig. 1b
(Prior Art)

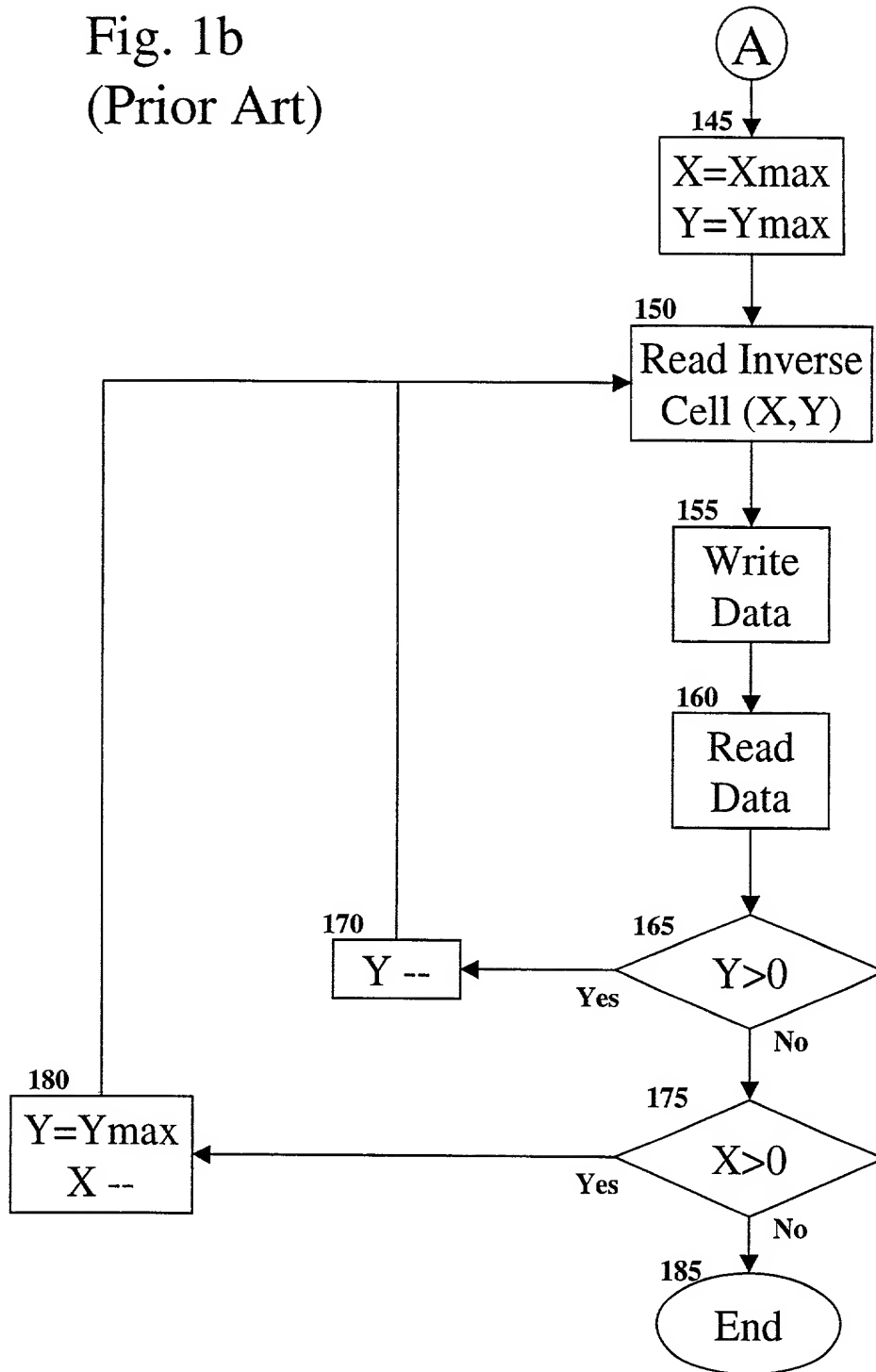


Fig. 2
(Prior Art)

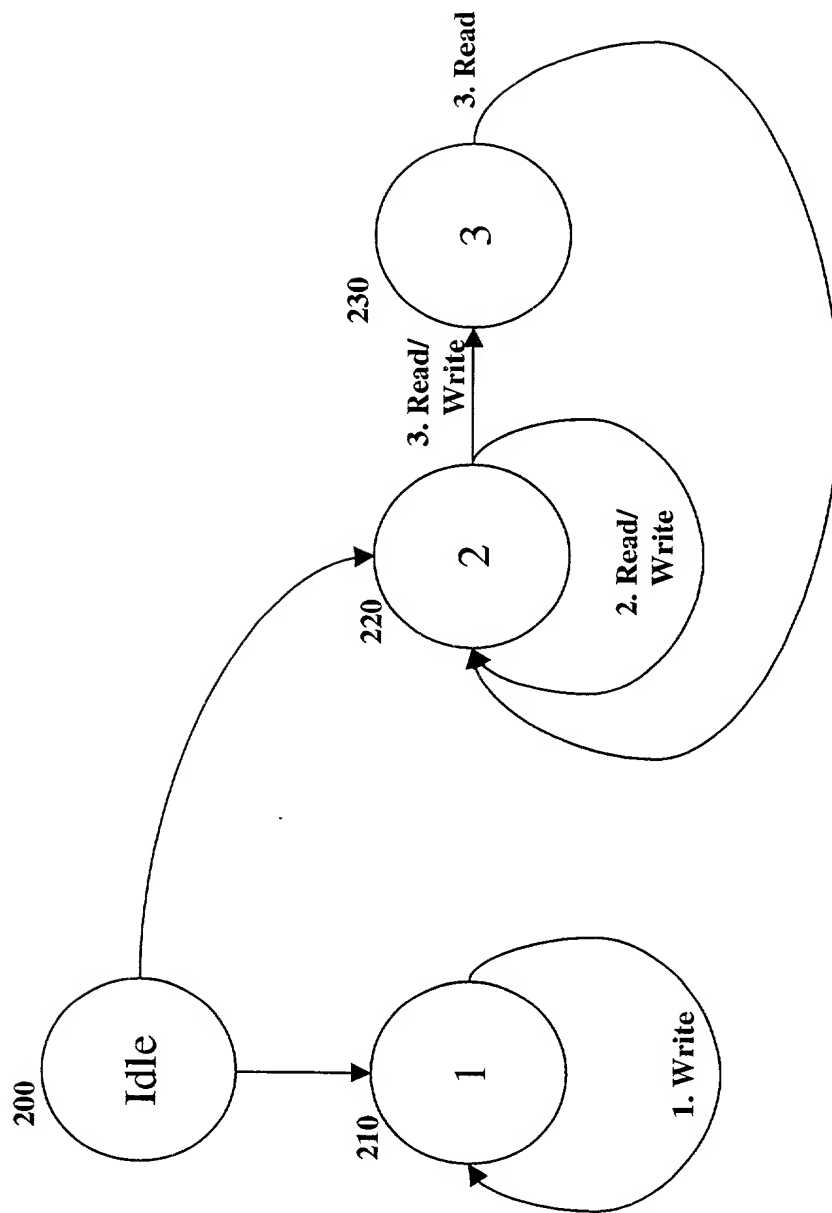


Figure 3a
(Prior Art)

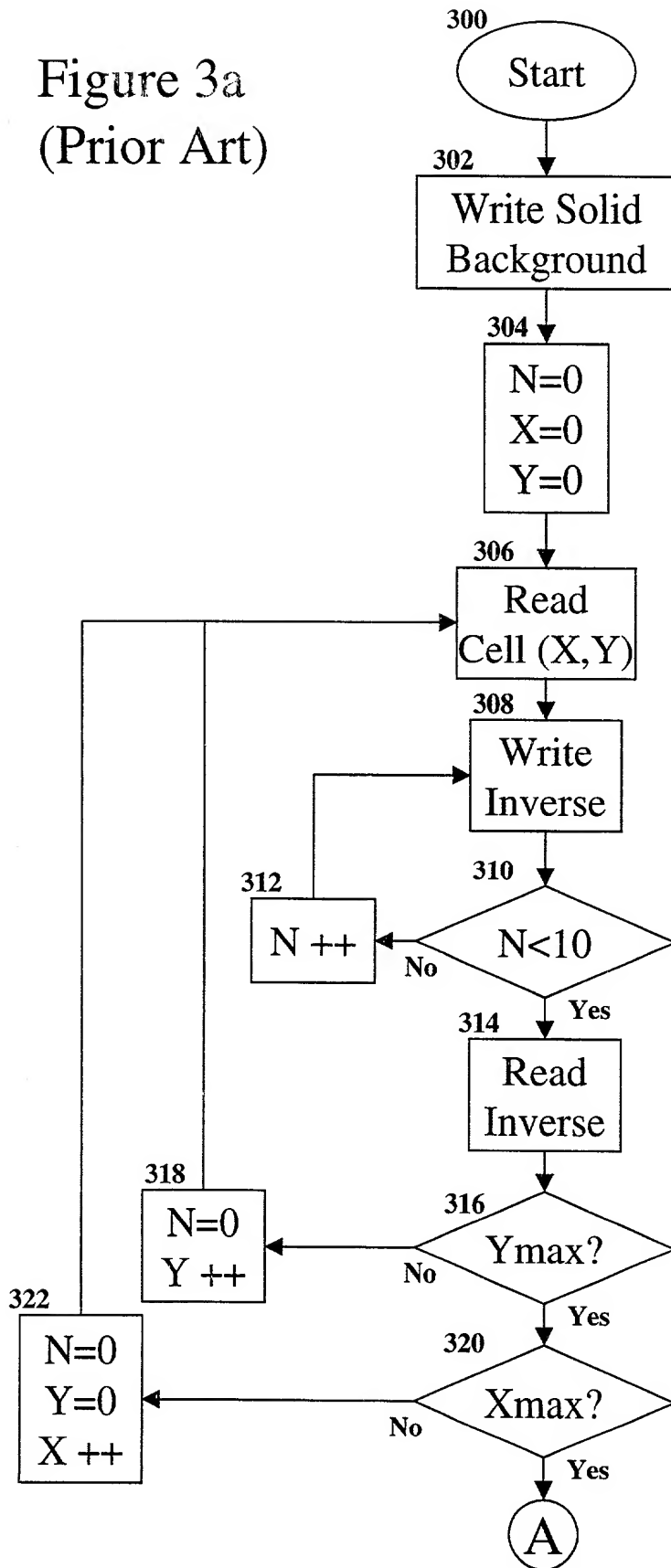


Figure 3b
(Prior Art)

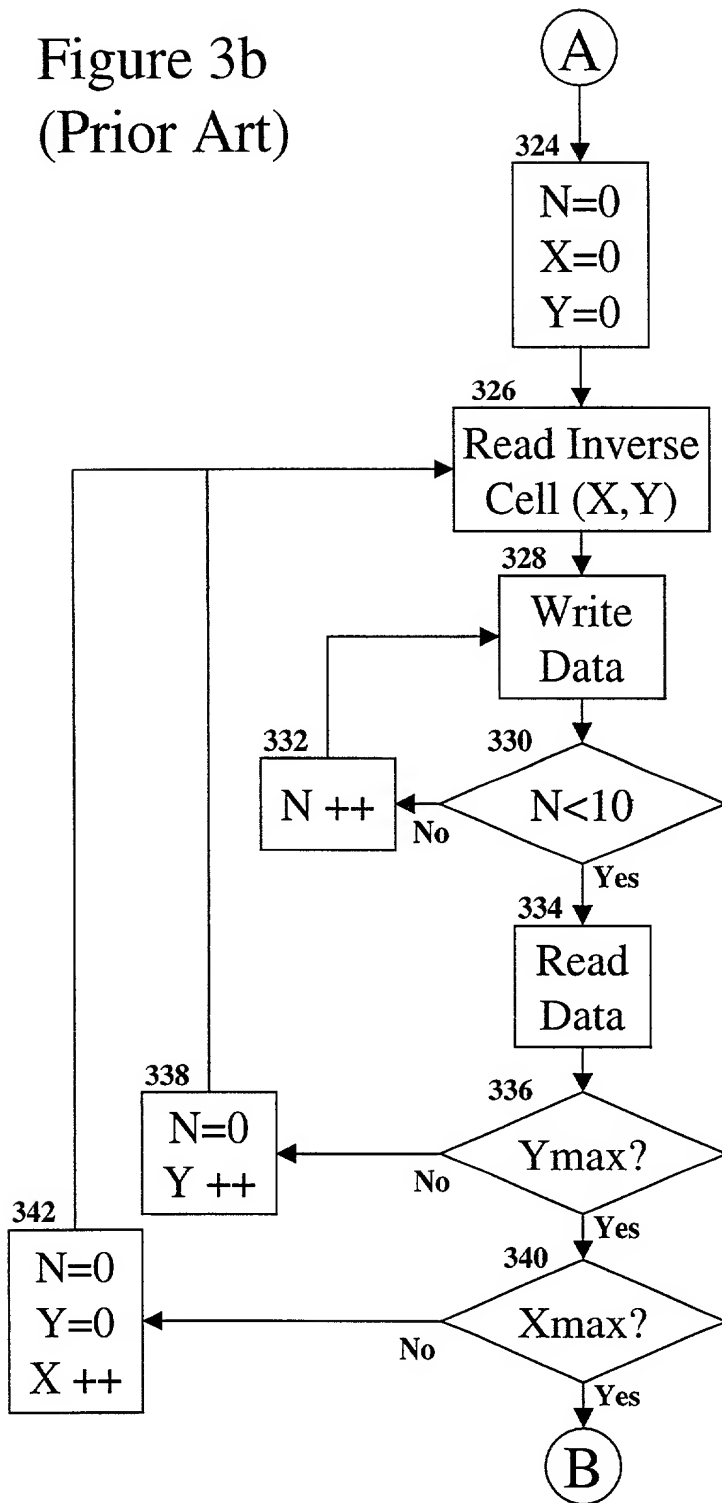


Figure 3c
(Prior Art)

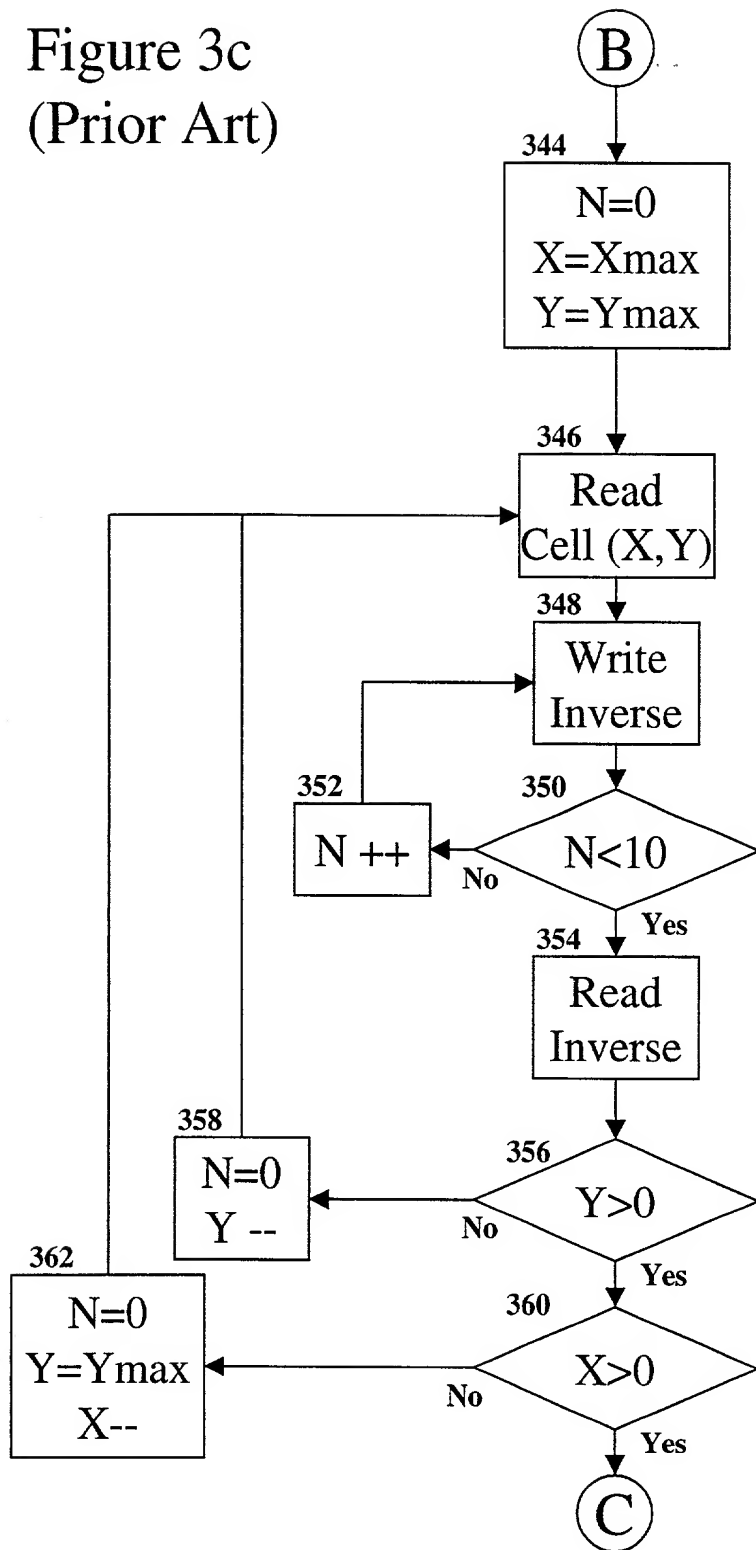


Figure 3d
(Prior Art)

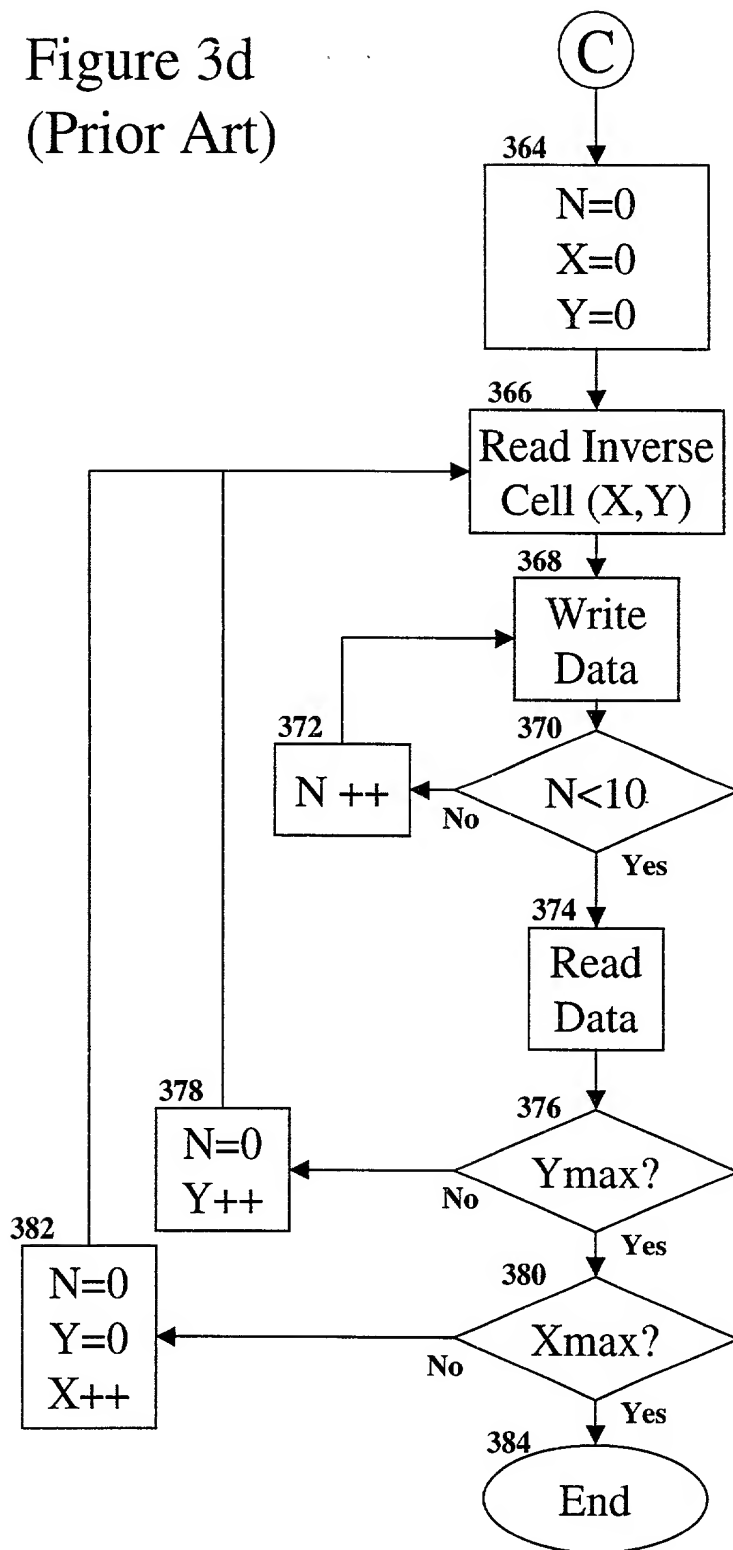


Fig. 4
(Prior Art)

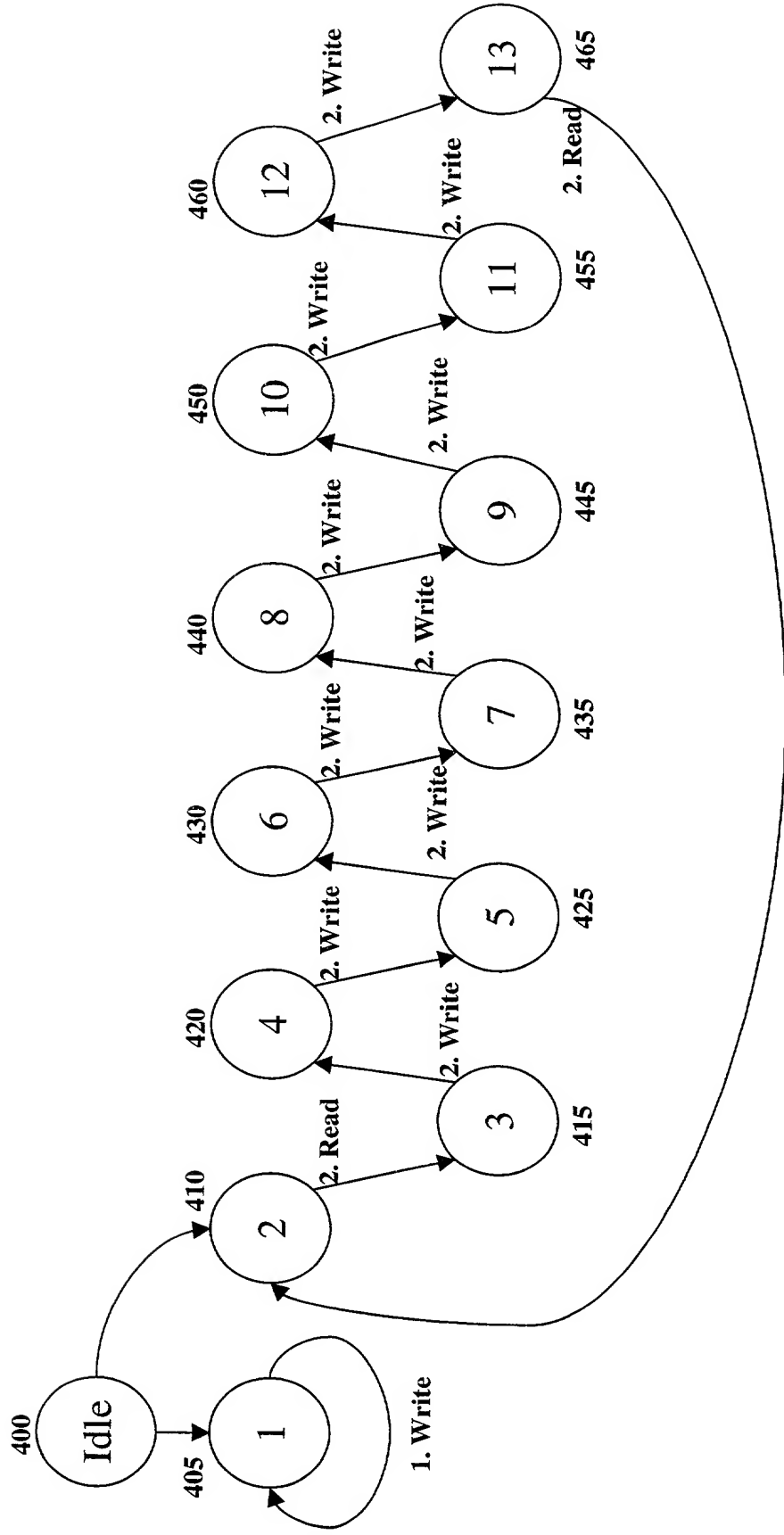


Fig. 5a

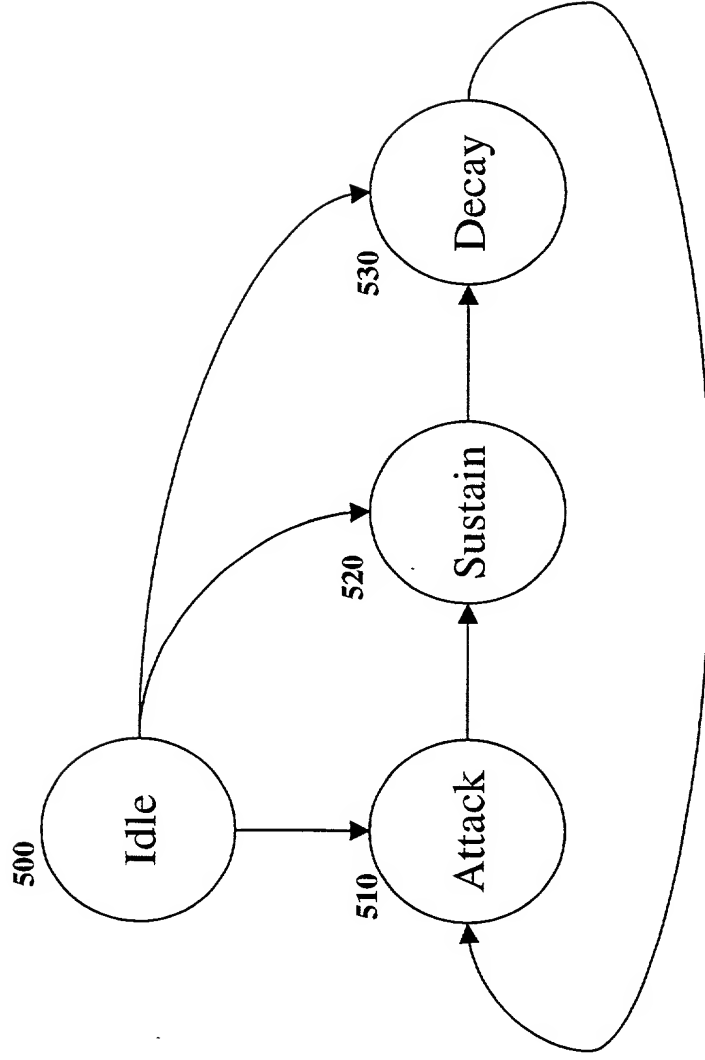


Fig. 5b

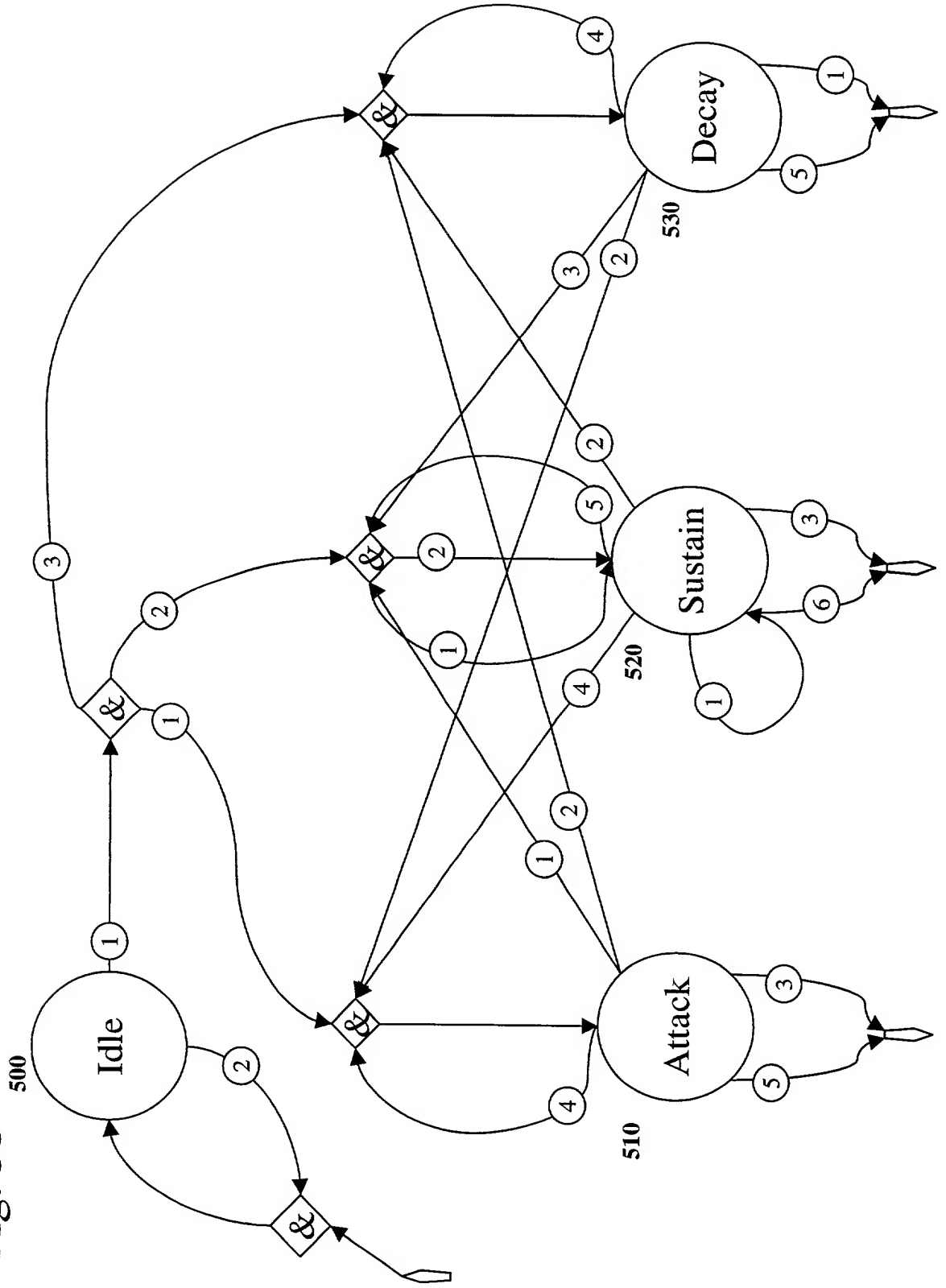


FIG. 6a is a state machine diagram showing the sequence of states and transitions for a system. The states are Idle (500), Attack (510), Sustain (520), and Decay (530). The transitions are: Idle to Attack (dashed arrow), Attack to Sustain (dashed arrow), Sustain to Decay (dashed arrow), and Decay to Idle (solid arrow). The Attack state is labeled NOP, Sustain is labeled NOP, and Decay is labeled Write. A dashed oval encloses the Attack, Sustain, and Decay states.

Fig. 6a

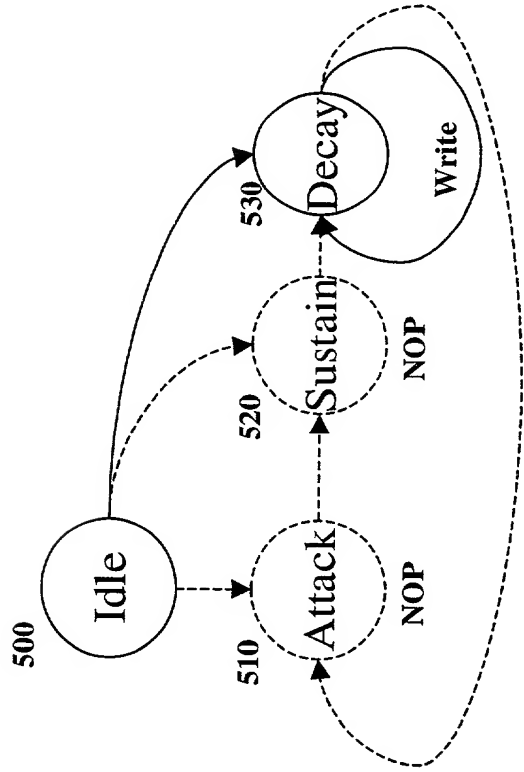


Fig. 6d

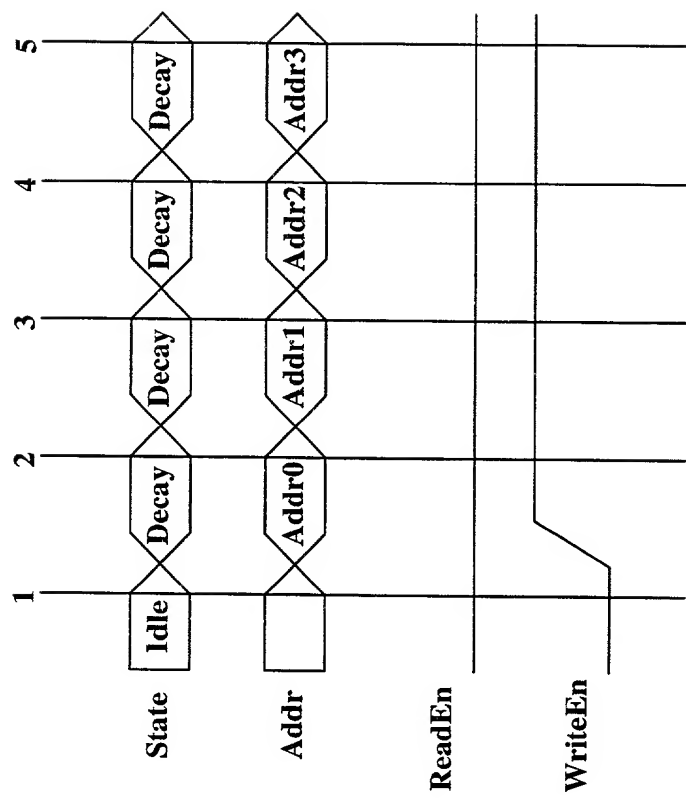


Fig. 6b

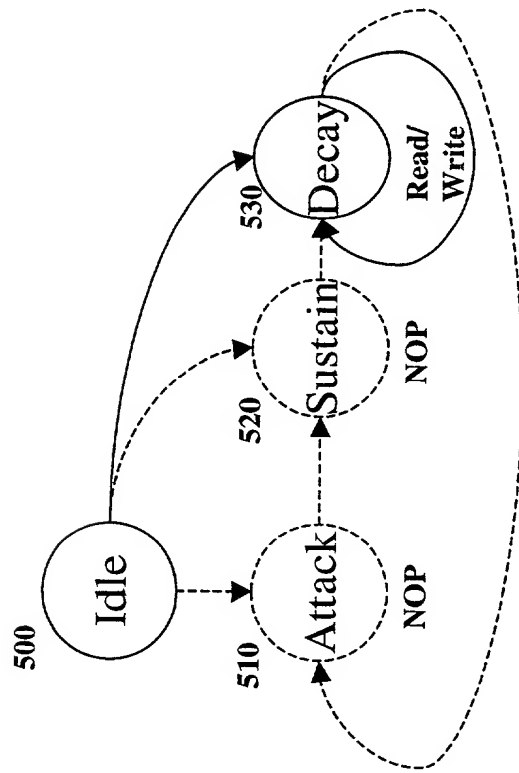
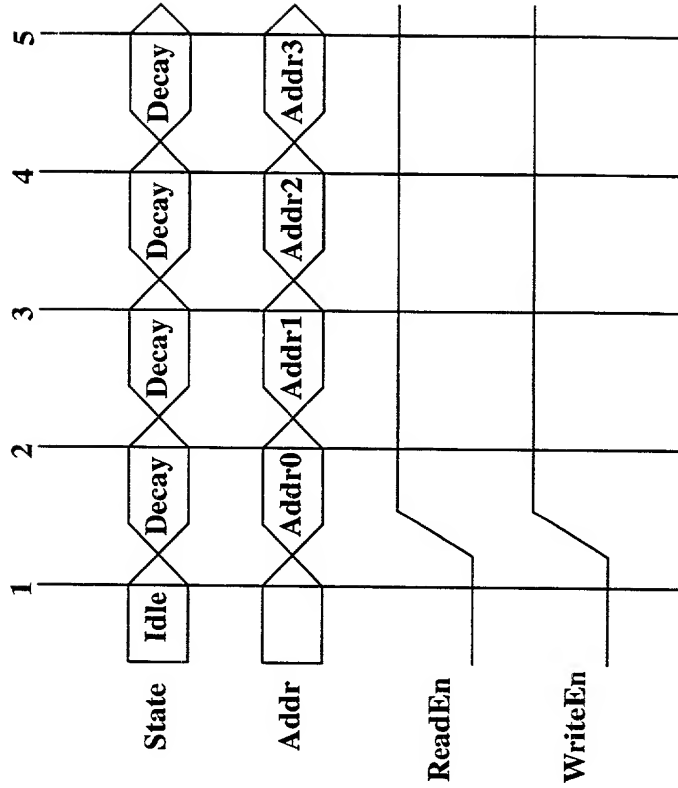


Fig. 6e



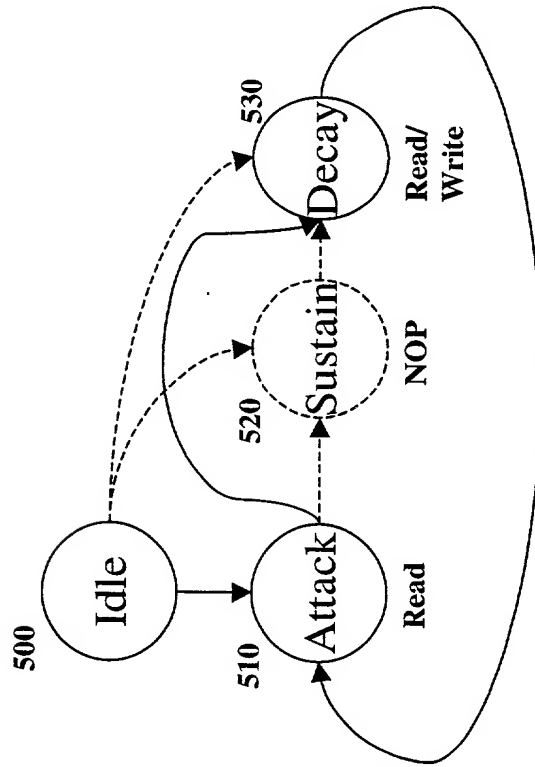
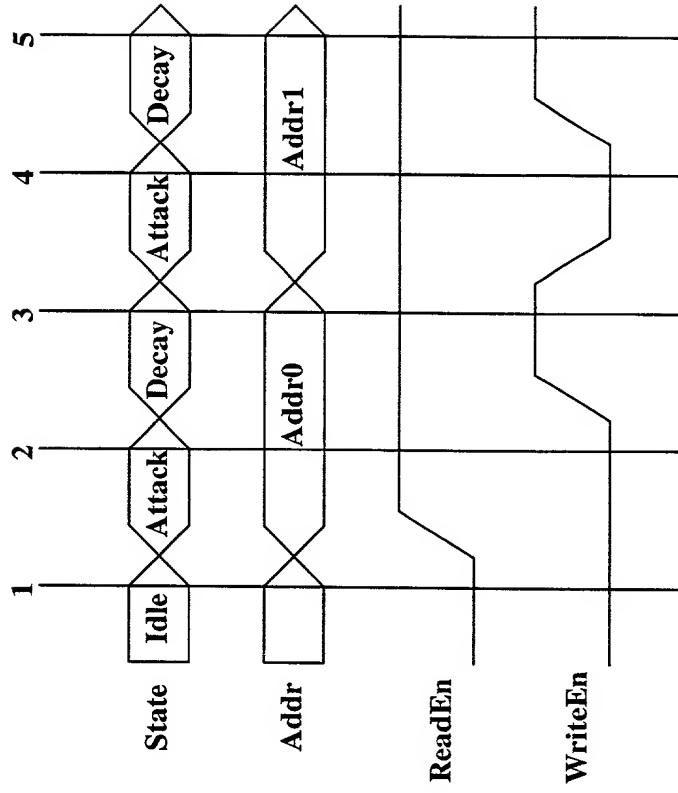


Fig. 6c

Fig. 6f



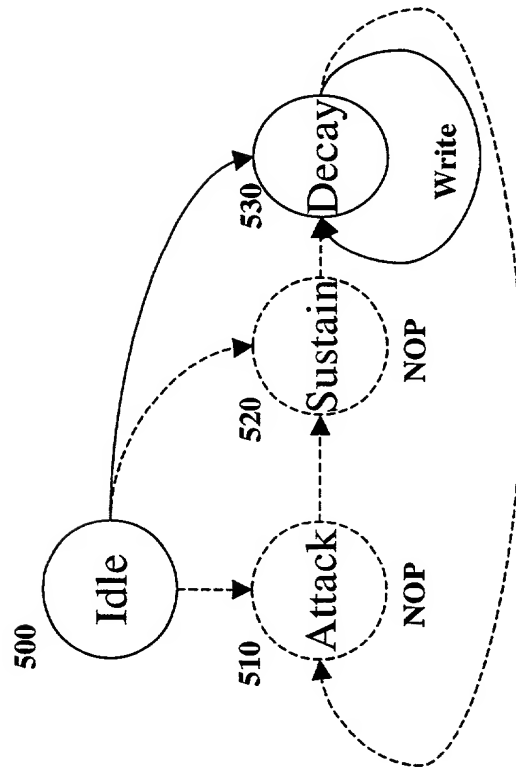


Fig. 7a

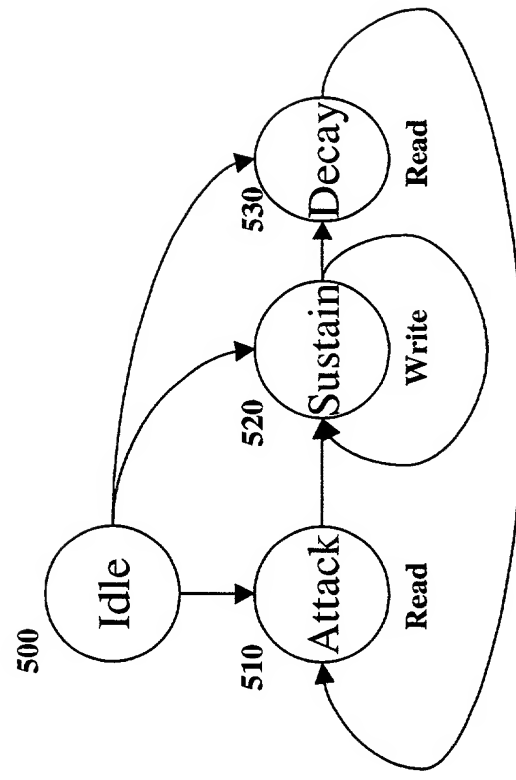


Fig. 7b